

Priestly Powers

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This module is designed to address the lumping of Priestly Invocations together and make the Priest class viable as a branch of their religion's forces.

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The Church of the Eternal Fire

The Eternal Fire seeks to purge the unnatural from the world. Their invocations are aggressive, focused on fire, anti-magic, and exposing the hidden.

- **Thematic Focus:** Purification, anti-magic, and zealous wrath.

Invocations



Novice

- Brand of the Heretic
 - **STA Cost:** 3
 - **Range:** 8m
 - **Duration:** 1d6 Rounds
 - **Defense:** Resist Magic
 - **Effect:** The Priest points at a target, searing a glowing brand onto their flesh or armor. The target takes a -2 penalty to *Stealth*, and if they cast a spell, sign, or magical ability while branded, they immediately take 2 points of fire damage per point of Stamina they spent.
- Ignite the Pyre
 - **STA Cost:** 3
 - **Range:** Touch
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** Imbues a weapon with holy fire. The weapon deals an additional 1d6 Fire damage and gains a 25% chance to inflict the *Burning* condition.
- Illuminating Gaze
 - **STA Cost:** 3

- **Range:** Self
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** The Priest's eyes glow white. They ignore darkness penalties and can clearly see invisible creatures or magical auras within 10m.
- Light of Penance- See Tome of Chaos
 - Zealot's Vigor
 - **STA Cost:** 4
 - **Range:** Self
 - **Duration:** 5 Rounds
 - **Defense:** None
 - **Effect:** The Priest ignores the *Staggered* condition and halves all penalties from critical wounds (rounded down) through pure religious fervor.

Journeyman

- Cleansing Pyre
 - **STA Cost:** 6
 - **Range:** 4 meter Radius (Placed within 10m)
 - **Duration:** Immediate
 - **Defense:** Dodge
 - **Effect:** A column of holy fire erupts, dealing 4d6 Fire damage (100% *Burning*). This fire automatically dispels any active magical effects or hexes on the targets struck.
- Mantle of Fire
 - **STA Cost:** 5
 - **Range:** Self
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** You are wreathed in a shield of swirling flame. You gain 10 Temporary HP. While the shield persists, any enemy who successfully hits you with a melee weapon takes 2d6 Fire damage.
- Purge the Unclean

- **STA Cost:** 5
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** You burn the impurity out of an ally. This instantly cures any *Poison* or *Disease* affecting the target, but the agonizing process inflicts 1d6 damage to the ally.
- Righteous Confession
 - **STA Cost:** 7
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** Resist Coercion
 - **Effect:** The Priest places a burning hand on a target, inflicting agonizing but non-lethal pain. The target must answer one question completely truthfully or take 3d6 damage to their *Stun Save*.
 - Shackles of the Pyre
 - **STA Cost:** 5
 - **Range:** 6 meters
 - **Duration:** Active (2 STA)
 - **Defense:** Dodge
 - **Effect:** Whips of fire wrap a target. The target is *Grappled* and takes 1d6 Fire damage each round the grapple is maintained.

Master

- Hemmelfart's Judgment
 - **STA Cost:** 10
 - **Range:** 10 meters
 - **Duration:** Immediate
 - **Defense:** Block / Dodge
 - **Effect:** The Priest channels the absolute wrath of the Fire. The target is struck by a concentrated beam of holy light, taking 6d6 Fire damage that completely ignores armor SP. If the target is a mage, monster, or magical being, they permanently lose 1d6 Stamina for the rest of the

encounter.

- The Everlasting Flame
 - **STA Cost:** 14
 - **Range:** 8 meters
 - **Duration:** Active (4 STA)
 - **Defense:** None
 - **Effect:** You summon an autonomous pillar of sentient fire (treat as a Fire Elemental for stats, but it deals Holy/Fire damage). It follows your verbal commands and acts on your initiative turn.

The Cult of Melitele

Melitele is the mother, the protector, and the healer. Her invocations do not inflict harm; they preserve life and create absolute sanctuaries.

- **Thematic Focus:** Protection, unparalleled healing, and sanctuary.

Invocations

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Novice

- Bountiful Harvest
 - **STA Cost:** 3
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** You instantly purify poisoned or spoiled food and water. If cast on an ally before they sleep, their natural healing rate during that rest is doubled.
- Healing Touch
 - **STA Cost:** Variable (1 to 5)
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** You channel life energy into a wound. The target heals 1d6 Health Points for every point of Stamina you spend.

- Mother's Grace
 - **STA Cost:** 4
 - **Range:** 8 meter Radius
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** A soothing warmth washes over the battlefield. The Priest and all designated allies within the radius immediately gain +2 to their *Stun Save* and a +2 bonus to *Endurance* and *Courage* checks.
- Shield of the Goddess
 - **STA Cost:** 4
 - **Range:** 6 meters
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** You cast a shimmering, golden ward onto an ally. They gain 15 Temporary HP. Unlike Quen, this shield does not stagger attackers when broken.
- Soothe Beast
 - **STA Cost:** 3
 - **Range:** 10 meters
 - **Duration:** Active (1 STA)
 - **Defense:** Resist Magic
 - **Effect:** You emit a calming aura. A targeted beast or animal (including griffins or bears, but not Relicts/Hybrids) becomes completely docile and passive unless directly attacked.

Journeyman

- Aura of the Hearth
 - **STA Cost:** 6
 - **Range:** 6m Radius
 - **Duration:** Active (2 STA)
 - **Defense:** Resist Coercion
 - **Effect:** The Priest creates a zone of absolute peace. Any enemy

attempting to make a hostile action (attacking, casting an offensive spell, throwing a bomb) while inside the zone must roll *Resist Coercion* against the Priest's cast roll. If they fail, they are physically unable to commit the violent act and lose their action.

- Cleansing Tears

- **STA Cost:** 8
- **Range:** 8m Radius
- **Duration:** Immediate
- **Defense:** None
- **Effect:** A gentle, glowing rain falls around you. All allies within the radius are instantly cured of the *Poisoned*, *Bleeding*, and *Diseased* conditions.

- Mend Flesh

- **STA Cost:** 7
- **Range:** Touch
- **Duration:** Immediate
- **Defense:** None
- **Effect:** You accelerate the body's natural mending. This heals 10 HP and automatically treats one *Critical Wound* as if it had been surgically repaired by a doctor (bypassing the required healing days to remove the penalty).

- Nature's Embrace

- **STA Cost:** 5
- **Range:** 10 meters
- **Duration:** 1d6 Rounds
- **Defense:** Dodge / Athletics
- **Effect:** Non-damaging vines and roots sprout from the earth, heavily entangling a target. The target is *Grappled* and cannot move until they beat your cast roll with an *Athletics* check.

- Ward of the Mother

- **STA Cost:** 6
- **Range:** Touch
- **Duration:** 10 Rounds

- **Defense:** None
- **Effect:** You reinforce an ally's spirit and armor. The target gains +3 to *Resist Magic* and all of their armor locations gain +3 SP for the duration.

Master

- Sanctuary of Ellander
 - **STA Cost:** 16
 - **Range:** 15 meters Radius
 - **Duration:** Active (5 STA)
 - **Defense:** None
 - **Effect:** You conjure a massive dome of divine protection. While inside the dome, no ally can be placed in the *Death State* (any damage that would reduce them below 1 HP leaves them at exactly 1 HP instead). Furthermore, any healing items or spells used inside the dome heal double their normal amount
- Tears of the Goddess
 - **STA Cost:** 12
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** The ultimate restorative invocation. The Priest touches an ally, immediately healing them for 30 HP. This invocation instantly stabilizes a character in the *Death State* and automatically heals one *Critical Wound* (treating it as fully treated without the need for surgery or a doctor's healing time).

The Cult of Kreve

Kreve is the god of the sky, thunder, and righteous rulership. His priests are martial leaders who inspire troops and shatter enemy lines with lightning.

- **Thematic Focus:** Lightning, leadership, and martial enhancement.

Invocations

Novice

- Flash Strike
 - **STA Cost:** 4
 - **Range:** 8 meters
 - **Duration:** Immediate
 - **Defense:** Dodge
 - **Effect:** You hurl a concentrated ball of static light. It deals 2d6 Lightning damage. If the target takes damage, they must pass an *Endurance* check or suffer a -2 penalty to their *Attack* and *Defense* rolls for the next round due to the blinding flash.
- Jolt of the Heavens
 - **STA Cost:** 2
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** Block / Dodge
 - **Effect:** A quick, violent shock of electricity delivered through a hand or gauntlet. Deals 2d6 Lightning damage. If the target is wearing metal armor, the attack ignores 3 points of SP.
- Kreve's Command
 - **STA Cost:** 3
 - **Range:** 10 meter Radius
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** Your voice resonates with divine authority. All allies within the radius gain a +2 bonus to *Courage*, *Leadership*, and *Persuasion* checks, feeling the absolute backing of Kreve.
- Spark of the Sky
 - **STA Cost:** 3
 - **Range:** Touch
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** You imbue a weapon with electrical energy. The weapon deals an additional 1d6 Lightning damage and has a 25% chance to inflict

the *Staggered* condition on a successful hit.

- Static Ward
 - **STA Cost:** 4
 - **Range:** Touch
 - **Duration:** 5 Rounds
 - **Defense:** None
 - **Effect:** The Priest charges their own armor, or the armor of an ally, with crackling electricity. The first enemy to successfully strike the warded target with a melee attack takes 2d6 Lightning damage and is automatically *Staggered*. The ward discharges after one hit.

Journeyman

- Aegis of the Ruler
 - **STA Cost:** 6
 - **Range:** Touch
 - **Duration:** 1d6 Rounds
 - **Defense:** None
 - **Effect:** You bless an ally with a shimmering, static barrier. The target gains +5 SP to all body locations, and any damage they take from magical sources is halved.
- Bolt of Judgement
 - **STA Cost:** 6
 - **Range:** 15 meters
 - **Duration:** Immediate
 - **Defense:** Dodge
 - **Effect:** You call down a localized lightning strike from the sky (or ceiling). The target takes 4d6 Lightning damage and must pass a *Stun Save* at -1 or be *Stunned*.
- Kreve's Grasp
 - **STA Cost:** 5
 - **Range:** 10 meters
 - **Duration:** Immediate

- **Defense:** Physique
- **Effect:** You manipulate the magnetic forces of the storm. You violently yank a metallic weapon or shield from a target's hand. If they fail to beat your cast roll with a *Physique* check, the item flies up to 10m away from them.
- Mantle of the Storm
 - **STA Cost:** 7
 - **Range:** Self
 - **Duration:** Active (2 STA)
 - **Defense:** None
 - **Effect:** You surround yourself with a swirling vortex of wind and lightning. Ranged projectile attacks suffer a -3 penalty to hit you. Any enemy that starts their turn adjacent to you takes 1d6 Lightning damage.
- Voice of Thunder
 - **STA Cost:** 6
 - **Range:** 10m Radius
 - **Duration:** Immediate
 - **Defense:** Resist Magic (Enemies)
 - **Effect:** The Priest shouts a command infused with Kreve's authority. All allies in the radius are immediately cured of the *Frightened* or *Stunned* conditions. All enemies in the radius must beat the cast roll or be *Deafened* for 1d4 rounds and pushed back 2 meters.



Master

- Kreve's Anvil
 - **STA Cost:** 10
 - **Range:** Self or Touch
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** The Priest calls lightning down into a melee weapon. For the duration, the weapon deals an additional +3d6 Lightning damage.
 - *Material Synergy:* If the Priest is using a **Ligirium** focus item at night or in the cold, the magic heavily amplifies: every successful strike also

causes a bolt of lightning to arc to a second enemy within 3m, dealing half the original damage.

- Wrath of the Heavens
 - **STA Cost:** 15
 - **Range:** 20 meters (10 meters Radius Area)
 - **Duration:** Active (4 STA)
 - **Defense:** Dodge (per round)
 - **Effect:** You summon a devastating localized thunderstorm over the battlefield. Every round on your turn, lightning automatically strikes 1d4 random enemies within the radius for 5d6 Lightning damage.

The Cult of Freya (Skellige)

The Great Mother of Skellige commands the seas, the winds, and the boundary between life and death. Her magic is wild, divinatory, and deeply tied to nature.

- **Thematic Focus:** Divination, the sea, and the boundary of death.

Invocations

Novice

- Breath of the Sea
 - **STA Cost:** 4
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** You infuse a target with the revitalizing crash of the tide. The target instantly regains 2d6 Stamina (cannot exceed their maximum). This cannot be used on yourself.
- Freya's Veil
 - **STA Cost:** 4
 - **Range:** 10m Radius
 - **Duration:** Active (1 STA)
 - **Defense:** None

- **Effect:** A thick, salty sea-fog rolls into the area. Vision is heavily obscured; all ranged attacks and *Awareness* checks made into, out of, or within the fog suffer a -3 penalty.
- Gale's Push
 - **STA Cost:** 3
 - **Range:** 6 meter Cone
 - **Duration:** Immediate
 - **Defense:** Athletics
 - **Effect:** A sudden, violent gust of wind erupts from the Priest. It automatically deflects any incoming non-magical projectiles (arrows, bolts). Enemies caught in the cone must pass an *Athletics* check or be knocked backward 3 meters and fall *Prone*.
- Sailor's Boon
 - **STA Cost:** 2
 - **Range:** 10 meter Radius
 - **Duration:** 1 Hour
 - **Defense:** None
 - **Effect:** You grant your allies perfect equilibrium. Targets become immune to sea-sickness, ignore movement penalties on shifting/unstable terrain (like the deck of a ship), and you always know which direction is true north.
- Vision of the Tides
 - **STA Cost:** 3
 - **Range:** Self
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** You cast runes or read the waves. You gain a +3 bonus to your next *Wilderness Survival*, *Tracking*, or *Monster Lore* check, as Freya grants you a brief glimpse of what recently passed through the area.

Journeyman

- Blood of the Mother

- **STA Cost:** 7
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** A powerful fertility and life-restoring magic. You instantly heal an ally for 15 HP and purge the *Bleeding* and *Poisoned* conditions from their body.
- Crushing Undertow
 - **STA Cost:** 6
 - **Range:** 8 meters
 - **Duration:** 1d4 Rounds
 - **Defense:** Physique
 - **Effect:** You conjure a localized sphere of deep-ocean water around a target's head. The target begins drowning (suffering suffocation rules) and is *Blinded*. They must use an action and pass a *Physique* check to break the water's surface tension.
- Freya's Wind
 - **STA Cost:** 5
 - **Range:** 15 meter Radius
 - **Duration:** Active (2 STA)
 - **Defense:** None
 - **Effect:** You summon a powerful tailwind. You and your allies gain +2 *SPD* and +1 *Dodge/Escape*. If cast on a sailing ship, its travel speed doubles for the duration.
- Sight of the Modron
 - **STA Cost:** 8
 - **Range:** Self
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** The Priest peers into the threads of fate. The player may ask the GM one specific question about the immediate future, the location of a hidden object, or the true nature of a creature, receiving a cryptic but truthful vision.
 - *Material Synergy:* If the Priest holds a **Bufonite** gem while casting, the

divination pierces all deception—the vision is perfectly clear, literal, and cannot be obscured by magical illusions or curses.

- Surge of the Coast
 - **STA Cost:** 6
 - **Range:** 6 meter Cone
 - **Duration:** Immediate
 - **Defense:** Dodge
 - **Effect:** A massive wave of water crashes forth from you. Enemies take 3d6 physical damage and are knocked *Prone*. This instantly extinguishes all non-magical fires in the area.

Master

- Brisingamen's Light
 - **STA Cost:** 14
 - **Range:** 10 meters
 - **Duration:** Active (4 STA)
 - **Defense:** None
 - **Effect:** The Priest holds back the veil of death itself. For the active duration, the *Death State* timer of any ally within 10m is completely paused, meaning they cannot bleed out. Furthermore, if cast on an ally who died within the last 1 round, it violently pulls their soul back, reviving them at 1 HP.
- Tears of the Sea
 - **STA Cost:** 16
 - **Range:** 20 meter Radius
 - **Duration:** Active (5 STA)
 - **Defense:** Athletics (to move)
 - **Effect:** You summon a devastating, freezing torrential downpour. All enemies in the radius suffer a -4 to all physical actions due to the crushing weight of the water. Any creature in the radius that relies on fire (like an Ifrit) or takes double damage from cold iron/silver takes 2d6 damage per round.

Coram Agh Tera (The Lionheaded Spider)

A dark, forbidden cult. The magic of the Spider is parasitic, focusing on blood magic, crippling curses, and supernatural terror. To heal, a priest of the Spider must inflict pain on others.

- **Thematic Focus:** Blood magic, fear, and curses.

Invocations

Novice

- Arachnid's Step
- **STA Cost:** 3
- **Range:** Self or Touch
- **Duration:** Active (1 STA)
- **Defense:** None
- **Effect:** The target's hands and feet grow microscopic, hooking bristles. They can walk on walls and ceilings at their normal SPD without needing to make *Athletics* climbing checks.
- Blood Tribute
 - **STA Cost:** Variable (Up to 5)
 - **Range:** Self
 - **Duration:** Immediate
 - **Defense:** None
 - **Effect:** You slice your own flesh to feed the Spider. You take 1d6 damage per point of Stamina invested. In exchange, you immediately regain double that amount in Stamina. (e.g., Invest 3 STA, take 3d6 damage, regain 6 STA).
- Creeping Dread
 - **STA Cost:** 4
 - **Range:** 8 meter Radius
 - **Duration:** 1d6 Rounds
 - **Defense:** Resist Coercion
 - **Effect:** You emit an aura of unsettling, supernatural clicking sounds. Enemies who fail to resist suffer a -2 penalty to *Courage*, *Leadership*,

and *Resist Coercion* checks.

- Fang of the Lion-Headed Spider
 - **STA Cost:** 3
 - **Range:** Touch
 - **Duration:** Immediate
 - **Defense:** Dodge / Block
 - **Effect:** Your hand mutates briefly to possess spectral mandibles. You strike for 2d6 piercing damage. The target must pass an *Endurance* check or be *Poisoned*.
- Strand of the Web
 - **STA Cost:** 4
 - **Range:** 10m
 - **Duration:** Active (2 STA)
 - **Defense:** Resist Magic
 - **Effect:** An invisible, magical tether links the Priest to a target. The target's *SPD* is lowered by 3, and they cannot *Run*. For every round the tether is maintained, the target takes 2 points of damage, and the Priest heals 2 HP.

Journeyman

- Gossamer Snare
 - **STA Cost:** 6
 - **Range:** 10 meters (5 meter Radius Trap)
 - **Duration:** 1 Hour (until triggered)
 - **Defense:** Awareness (to spot) / Athletics (to break)
 - **Effect:** You conjure a nearly invisible web of magical threads over an area. The first enemy to step into it triggers the snare. They are *Pinned* and cannot move or attack. They must use an action to pass a high DC *Athletics* check to rip themselves free.
- Siphon Vitality
 - **STA Cost:** 6
 - **Range:** Touch

- **Duration:** Immediate
 - **Defense:** Dodge
 - **Effect:** You place your hand over a fresh corpse or an actively bleeding enemy. You violently draw the blood from them, healing yourself for 4d6 HP. If used on a living enemy, it deals 4d6 damage; if used on a corpse, the corpse turns to ash.
- Swarm of Terrors
 - **STA Cost:** 5
 - **Range:** 10 meters
 - **Duration:** 1d4 Rounds
 - **Defense:** Resist Magic
 - **Effect:** You infect a target's mind with an illusion of a thousand spiders crawling over their flesh. The target is *Frightened* and *Staggered* as they frantically try to brush the phantom arachnids away.
- Venomous Mantle
 - **STA Cost:** 6
 - **Range:** Self
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** The Priest's blood and aura become hyper-toxic. Any creature that successfully damages the Priest with a melee attack immediately takes 2d6 Poison damage and must roll an *Endurance* check (DC equal to the cast roll) or suffer the *Poisoned* condition.
- Withering Hex
 - **STA Cost:** 7
 - **Range:** 8m
 - **Duration:** 1d6 Rounds
 - **Defense:** Resist Magic
 - **Effect:** You curse a target's vitality. The target's *BODY* and *REF* stats are temporarily reduced by 2. This can be cured early by the *Cleansing Pyre* or *Cleansing Tears* invocations.

- Arachnid's Embrace
 - **STA Cost:** 12
 - **Range:** 8m
 - **Duration:** Active (3 STA)
 - **Defense:** Resist Magic
 - **Effect:** A terrifying, fatal curse. The target is overwhelmed by supernatural horror and phantom spiders biting them from within. The target is entirely *Paralyzed* by fear. Every round they remain paralyzed, they take 3d6 internal damage (ignoring armor SP). The target may re-roll *Resist Magic* on their turn to break the paralysis.
- Blessing of Coram Agh Tera
 - **STA Cost:** 15
 - **Range:** Self
 - **Duration:** 10 Rounds
 - **Defense:** None
 - **Effect:** You undergo a horrific mutation. Two spectral, scythe-like spider legs burst from your back. For the duration, you gain 2 extra melee attacks per round using your *Brawling* or *Melee* skill. These spectral legs deal 4d6 Slashing damage, ignore 5 points of armor SP, and inflict *Poison*.



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